

FIG. 1

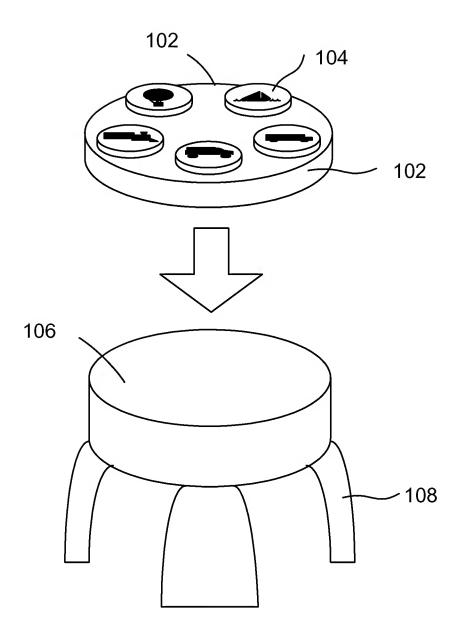


FIG. 2

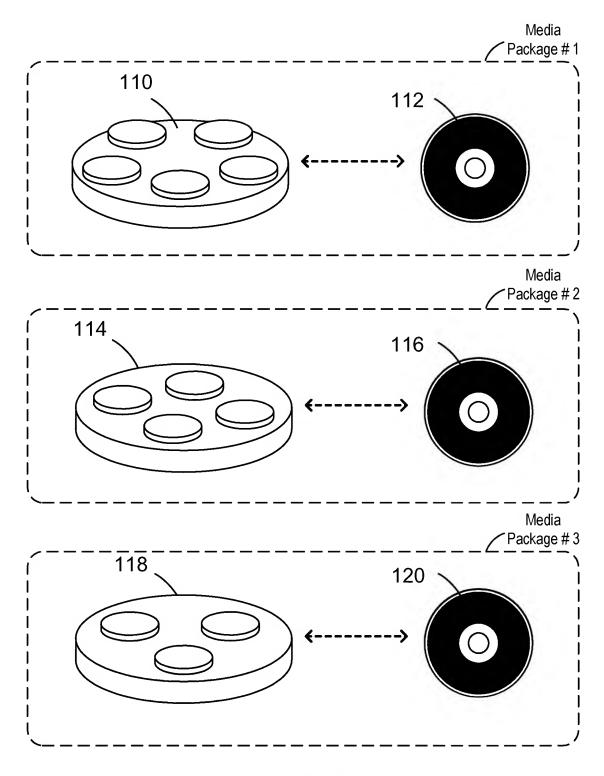


FIG. 3

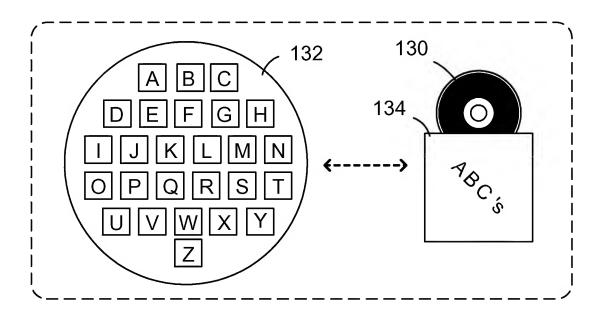


FIG. 4

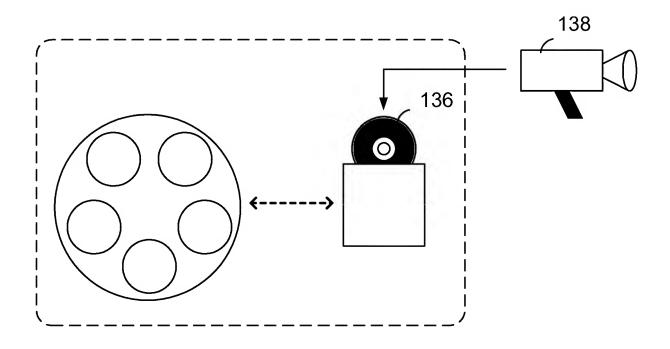


FIG. 5

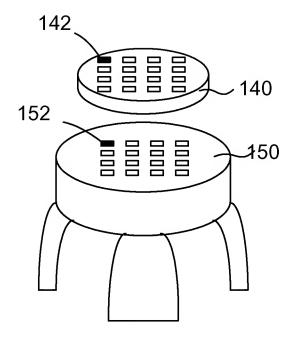
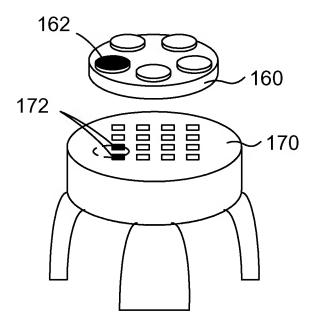


FIG. 6



**FIG.** 7

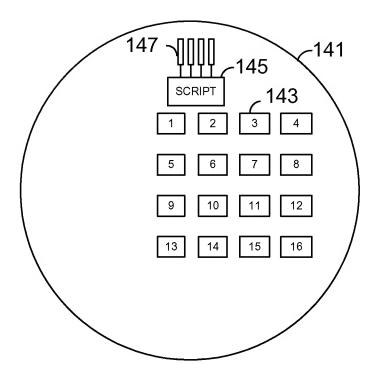
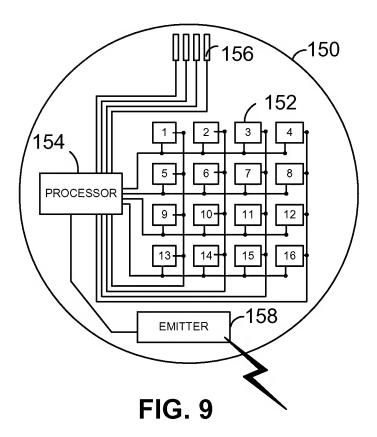


FIG. 8



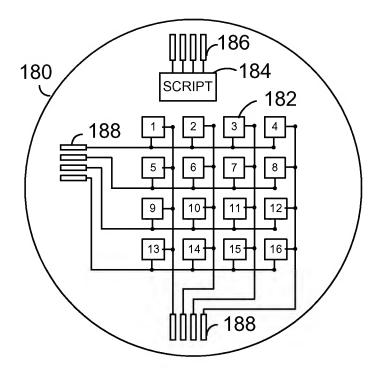


FIG. 10

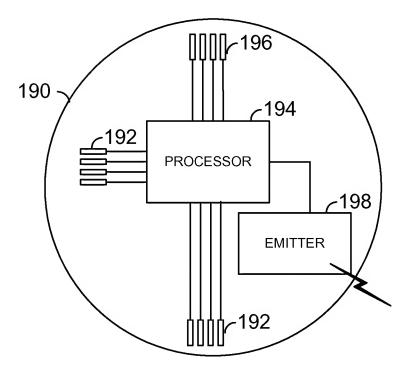


FIG. 11

FIG. 12

FIG. 13

FIG. 14

FIG. 15

```
<codes>
    <key name="power" value="0x2BE141"/>
        <key name="1" value="28117E"/>
        <key name="eject" value="29016F"/>
</codes>
```

FIG. 16

```
<PushPlay scriptType="1" scriptId="00001">
       <!-- Monkey Button -->
       <Button id="Button0" name="Monkey">
               <!-- first time -->
               <If id="MonkeyCounter" oper="eq" value="0">
                       <ChapterSeek chapter="7" />
                       <Pause/>
                       <Set id="MonkeyCounter" value="1"/>
               </lf>
               <!-- second time -->
               <If id="MonkeyCounter" oper="eq" value="1">
                       <ChapterSeek chapter="10" />
                       <Pause/>
                       <Set id="MonkeyCounter" value="0"/>
               </lf>
       </Button>
       <!-- Elephant Button -->
       <Button id="Button1" name="Elephant">
               <!-- first time -->
               <If id="ElephantCounter" oper="eq" value="0">
                       <ChapterSeek chapter="12" />
                       <Pause/>
                       <Set id="ElephantCounter" value="1"/>
               </lf>
               <!-- second time -->
               <If id="ElephantCounter" oper="eq" value="1">
                       <ChapterSeek chapter="15" />
                       <Pause/>
                       <Set id="ElephantCounter" value="0"/>
               </lf>
       </Button>
</PushPlay>
```

FIG. 17

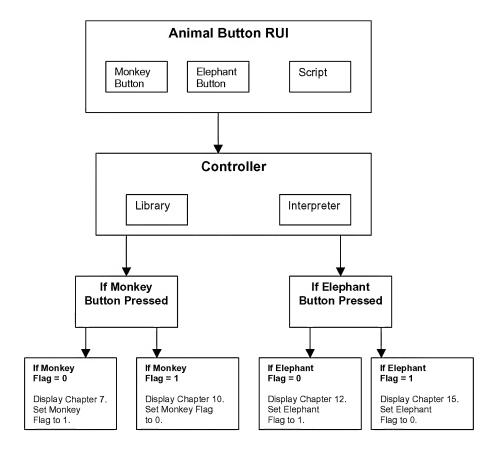


FIG. 18